

ADVANCED HEROQUEST™

THE DARK BENEATH THE WORLD

by Andy Warwick and William King

Based on the short story *The Dark Beneath The World* by William King, taken from the Warhammer anthology *Red Thirst*.

There are rumours that the lost treasure of Carag Eight Peaks has been found. Even now, the ancient riches of the abandoned Dwarven stronghold are lying ready for a brave group of Heroes to collect them. Do you dare face what waits for you in the Chaos-ridden undercity of what was once the mightiest city in the Old World?

The Dark Beneath the World is a Quest for a group of four or five Heroes. We recommend that each member of the party has already completed four or five Quests, but as long as the total number of Quests completed by the Heroes comes to around twenty they should be strong enough to cope with everything this adventure throws at them. If the players' own Heroes aren't strong enough, or if they have already read *The Dark Beneath the World* and want to use the characters from the story, they can use the Heroes provided. The pregenerated Heroes, Gotrek, Felix and their companions, don't have any Henchmen accompanying them - they're quite strong enough to cope on their own. Of course, if the players wish to use their own Heroes they may take along as many Henchmen as they require.

We suggest that you read the story if you plan to run this Quest, even if your players aren't going to use the Heroes provided, as it explains the background to the adventure and will help you to convey the unique atmosphere of the undercity during the game.

If the players are using their own Heroes, read out the *Players' Information* section. This gives them the general background to the Quest. Notice that this is a slightly different series of events than those given in the story, to allow the players to use their Heroes with little or no alteration.

If the players are using the pregenerated Heroes you should let them read the first few pages of the story, up to the point where the party enters the undercity. This, in combination with the character sheets, gives the players all the information they'll need to run Gotrek, Felix, and their companions, and recreate their epic adventure. Finally, you should allow the player using Johan to read the section on *The Amethyst College* and give him a copy of the Amethyst Wizard's Spell Book.

Once the players enter the undercity they are committed to complete the Quest, die in the attempt, or give up completely. As soon as the Heroes leave the undercity the Quest is over; they may not make more than one expedition. When the Heroes reach the surface, see the section *Leaving the Undercity*.

Carag Eight Peaks was once the fairest of the Dwarfs' realms. At her height the city was known as The Queen of the Silver Depths. Unlike other Dwarven cities, Carag Eight Peaks was built open to the sky, rather than deep within a mountain. It was built as a sign of wealth and power when the Dwarfs considered themselves to be above both the Elves and Men. But though many thought it would never fall, even when it was built its doom was rapidly approaching.



PLAYERS' INFORMATION

With you and your companions currently seeking adventure in the Worlds Edge Mountains, ever alert for tales of dungeons bursting with treasure, it was inevitable that you would come to hear of the ancient Dwarven city of Carag Eight Peaks.

When the Elves warred with the Dwarfs, Carag Eight Peaks, like most Dwarven cities, was considered impregnable. But while three generations of Dwarfs drove the Elves from the forests and forced them into exile beyond the Great Sea, dark forces were working upwards from the heart of the city. From tunnels that ran even deeper than those the Dwarfs themselves had built, there swarmed a terrible foe that struck at the worst possible time: just when the Dwarfs were weary of war and nearly defenceless. Skaven, Orcs, Goblins, and other creatures that cannot be described, drove into the heart of the city from beneath, like a cancer forcing itself to the surface of the skin.

Even though they were near defeat, the Dwarfs once more took up arms and went to war. This new war was fought deep below the mountains, in dark, dingy passageways blacker than pitch. Shafts collapsed as new tunnels were built, both by the Dwarfs and by the terrifying creatures that fought savagely against them. Daemons were summoned and took their terrible toll on the weakened Dwarf armies. Poison gas wafted its deadly way through corridors lined with the dead of both sides. The Dwarfs fought like they had never fought before, and still they lost.

In the end it became obvious that the war couldn't be won. The Dwarfs sealed the tombs of their kings and their treasure-vaults, and abandoned Carag Eight Peaks to their foes.

Perhaps the tales of what lies in the abandoned city have been exaggerated over time. Maybe the stories of piles of treasure taller than the mountains themselves are false, and the tales told of the creatures that guard them mere storytellers' fancies. But then again, maybe they're true.

A Dwarven friend named Faragrim once told you of his own journey into the city. He insisted that there really is treasure to be found: a magic sword called Karaghul that was once a Templar's blade, and a terrifying monster that guards it. You cannot resist such a treasure, and have vowed to find it or die in the attempt.



THE AMETHYST COLLEGE

Amethyst Wizards are supposed to be self-indulgent and pleasure loving individuals. It is said that their magic feeds their hunger and keeps their spirits buoyant. On occasions they can be selfish, and are prone to the worst excesses of self-interest. This comes from their introspective nature and the study of their own motivations and desires. They are masters of the hidden forces that drive Humankind and its emotions. Their speciality is magic of the soul. Of all the colleges, the Amethyst Wizards are the most adept at constructing the magical incantations that can alter a person's will.

The Amethyst College has mauve, pink and pastels as its colours. The symbol of the college is the scythe, signifying mortality, and reminding the Wizards of this college to seek their rewards in this life rather than the next.

The extra spells given here can be used to create Wizards of the Amethyst College in exactly the same way the *Advanced Heroquest* rulebook gives rules for creating Wizards of the Bright College. The table below gives the cost of six spells that Wizards of the Amethyst College may learn in addition to the four they know at the start of their adventuring careers.

AMETHYST WIZARD' SPELLS COST TABLE	
Spell	Cost
Spirit Control	125 GCs
Sleep	200 GCs
Rout	150 GCs
Disillusion	150 GCs
Soul Share	175 GCs
Spasm	200 GCs

THE UNDERCITY OF CARAG EIGHT PEAKS

Although the undercity of Carag Eight Peaks once extended for many hundreds of miles, and its tunnels burrowed deep into the earth, years of neglect at the hands of the Goblinoids now inhabiting its magnificent chambers have reduced it to a shadow of its former glory. Most of the corridors are blocked, the walls are thick with moss, and many of the more intricate columns, archways and bridges are simply too dangerous to approach. The undercity of Carag Eight Peaks has only five levels accessible to the Heroes

To give the Heroes some idea of the state of the corridors of the undercity, read them the following:

You descend a stairway running down into the darkness. Great columns lie shattered all around you. Piles of masonry ease up against the walls. A thin cloud of dust drifts down from the ceiling as ominous cracking noises echo around the abandoned chambers. Small bats lurch from the shadows and flutter down the corridor into the inky blackness. Rats scuttle around your feet from nests in the shattered stonework. The whole place is smothered in the oppressive silence of the grave.

CHARACTERS

The undercity of Carag Eight Peaks contains four characters: Goggrul Skarlug and Skumwort Skabbad, Orc Warchiefs in charge of the Orc clans that now control the dungeons; Garg Gorgul, an Ogre who has allied himself to the Orc hordes; and Thulgul, a Troll who has been horribly mutated by exposure to warpstone and now acts as the guardian of the sword Karaghul.

Goggrul's usual tactic is to hit first and ask questions later. This has caused a great deal of friction between himself and Skumwort Skabbad, the leader of the Howling Moon tribe that shares the undercity. Skumwort insists that it isn't a good idea for the tribes to fight each other when they should be out dealing with the Dwarfs that are trying to reclaim the area.

In general, Goggrul agrees with this - the Dwarfs are a more important foe. However, Goggrul's paranoia has convinced him that Skumwort will try to merge the two tribes under his own command if he is left alone for even a brief moment. Goggrul would therefore prefer to sit tight and let the Dwarfs come to him. That way he can keep an eye on Skumwort, whom he believes to be working with the Dwarfs. From Goggrul's point of view, that's a far safer course of action.



Skumwort Skabbad

Skumwort Skabbad is the leader of the Howling Moon tribe. Like Goggrul, Skumwort has taken a long time to reach the exalted position of leader, and he too isn't in any mood to hand over control to someone else. Unlike Goggrul, Skumwort reached his position of power by proving himself to be a good provider for the tribe, rather than by force - wasn't it Skumwort who found the entrance to the undercity and increased the tribe's wealth tenfold? Of course it was.

And then the Orcs of the Snarling Sun tribe came along, wanting their share. Well Skumwort was indignant that they weren't going to get it by force. But, just as he was about to kick the interlopers out, the Dwarfs arrived and ruined everything. Now Skumwort has found himself in an uneasy alliance with the Snarling Suns. Even though Skumwort would rather leave them and the Dwarfs to fight it out among themselves, he knows that the only way for the Orcs to win is to work together.

Unfortunately, Goggrul Skarlug, the leader of the Snarling Suns, has some strange idea about not fighting the Dwarfs. He just wants to sit tight and let them come to him. Now what sort of plan is that?

Garg Gorgul

Garg Gorgul came to the World's Edge Mountains in search of refuge. As a pit fighter in a travelling freak show he was subjected daily to appalling violence, as he fought for his life against heavily-armed men in the cause of entertainment. When a chance came to escape, Garg took it without a second thought and headed into the nearby hills.

But it was only a matter of time before Garg came across an even more dangerous enemy than man; caught unawares while bedding down for the night, he was ambushed by a small group of Orcs - a scouting party of the area's ruling tribe, the Snarling Suns. But Garg was in no mood to surrender. Years of training against unfair odds had prepared him adequately for the swift and bloody battle that followed.

When the rest of the tribe caught up with what was left of the scouting party, their leader, Goggrul Skarlug, immediately saw the Ogre's potential as a bodyguard. Goggrul realised Garg could protect him from the enemies that were always following him just out of sight.

Garg has served Goggrul faithfully ever since. While the rewards aren't good, at least Garg can now fight on his own terms. He is content enough with the situation - at least for the moment.

When the Heroes enter the first level of the undercity take the Orc Warchief character monster counter. This represents both Orc Warchiefs - see *The Orc Warchiefs* for more details on how to use it. When the Heroes enter the third level take the Ogre Chieftain character monster counter. Once you have taken a character monster counter it may be played at any time when placing monsters. The fourth character monster, Thulgul the Troll, cannot leave its lair, so you don't need a character monster counter for it - it may only be placed in the indicated rooms on the map.

Character	May be used on
Goggrul Skarlug, Orc Warchief (of the Snarling Sun Tribe)	Levels 1-4
Skumwort Skabbad, Orc Warchief (of the Howling Moon Tribe)	Levels 1-4
Garg Gorgul, Ogre Chieftain	Levels 3-4
Thulgul, Chaos Troll	Level 5 - C, D & E

Goggrul Skarlug

Goggrul is a typical Orc - mean, unpleasant, and violent. The reason he's got where he is today is that he is more mean, more unpleasant, and considerably more violent than his fellows. Having clawed his way up the ladder of success to become leader of the largest Snarling Sun tribe in the local area, Goggrul is in no hurry to give up his position. He ruthlessly slaughtered anyone who tried to stand in his way or question his authority. It is fair to say he rules the tribe with an iron fist.

Thulgul

When the undercity of Carag Eight Peaks was first built there were forgotten corners deep within its corridors where foul creatures dwelt. Sometimes the Dwarfs' digging broke through into a natural cavern that was already the lair of some twisted abomination; sometimes migrating monsters decided to make their lairs in the twisting dungeons of the city - the Dwarfs soon learnt to accept such creatures' presence.

When the city fell to the ravages of Chaos this hidden population's numbers exploded. They became twisted and changed by the effects of the new power that held sway over the shattered community.

Like his kin, when Thulgul first came to Carag Eight Peaks he was a normal Troll. But that was many years and many changes ago. When the city fell, he was captured by small rat-like humanoids that hammered great chunks of glowing green stone into his flesh.

Exposed to warpstone and Chaos by the Skaven of Clan Moulder, Thulgul's form has been twisted into indescribable shapes. Kept alive beyond his normal lifespan by the awesome power of the warpstone chained to his ravaged body, Thulgul has become a brutish servant of Chaos whose sole remaining task is to destroy everything he finds.

THE ORC WARCHIEFS

The Orc Warchiefs, Goggrul and Skumwort, always travel together. They mistrust each other intensely and under no circumstances will each let the other leave his sight. Each is convinced that the other will try to do something sneaky and underhand if he's left alone. For this reason, both characters are represented by the same character monster counter.

The Orc Warchief counter is used in the normal way - you may add it to any group of monsters that you are placing on the table. However, instead of placing one Orc Warchief when you play the counter, you must place both. Each Warchief commands half of the group of monsters that they are placed with - split the group into two units with approximately the same points value. Each unit of monsters may be given a different set of orders in the gamesmaster phase - ie the monsters in one unit may move and attack while the others may attack and move. Once the composition of each unit has been decided it may not be changed, even if some of the monsters are killed.

If one of the Warchiefs is killed in combat the character monster counter may still be used, but it now only represents the surviving Orc. Once both Warchiefs are killed the counter is discarded.

FIRST TO FOURTH LEVELS

Each of the first four levels is set up using the normal rules. Each level starts with a set of stairs leading down to two sections of passageway and a T-junction. On the first level the stairs represent the last few feet of the Silverway - the great stairway that leads to the undercity. From there you create the undercity using the random generation tables. The only differences from the normal rules are as follows:

Stairs: If a set of stairs are rolled up on the *Passage End Table* refer to the following table to see what is actually placed at the end of the passage

Level	Stairs Down	Stairs Out
1	Dead End	Stairs Out
2	T-Junction	Stairs Out
3	T Junction	T-Junction
4	Dead End	T Junction

Quest Rooms: All Quest Rooms contain a treasure chest and a set of monsters rolled on the *Quest Rooms Matrix*. In addition, roll on the following table to see if the Quest Room contains a set of stairs down.

Level	Stairs	No Stairs
1	1-6	7-12
2	1-4	5-12
3	1-2	3-12

Hazard Rooms: If a Hazard Room is generated on the *Room Type Table* refer to the following table to see what is actually placed.

D12	Room
1	The Square of Merscha*
2	Bridge
3-5	Apparition**
6	Well
7	Giant Moths
8-12	Roll on the <i>Hazard Table</i> from the rulebook

* The Square of Merscha can only be rolled once, and can only appear on the first level. If it has already been rolled, or if the Heroes aren't on the first level, roll again.

** The Apparition can only be rolled three times. If this is the fourth time that it has been rolled, roll again.

Descriptions of these new hazards can be found in the *Special Locations* section.

Opening Doors: All of the Orcs in the undercity can open doors, just as if they were Sentries. However, as they are not true Sentries, they don't add +1 to the GM's surprise roll and they may only open doors that are already there - don't place a door in the room if there wasn't one rolled on the *Room Doors Table*.

THE HALLS OF THE ANCESTORS

When the Heroes descend from a Quest Room on the fourth level they enter the Quest Location depicted on the map. In addition to the above rule about Orcs opening doors, the following special rules apply here.

Exploration Turns: When the Heroes reach The Halls of the Ancestors, you should lay out the undercity using the map provided.

Dungeon Counters: You may not use trap, wandering monster or ambush counters in The Halls of the Ancestors.

Secret Doors: There are no secret doors in the Halls of the Ancestors. However, the Heroes may still search for secret doors, and may do so in any wall, not just in dead ends. Searching one wall on a section takes an entire exploration turn. When the Heroes are searching, roll a dice as if you were rolling on the *Secret Door Table*, but ignore the result and tell the players they find nothing.

Hidden Treasure: The only room on level five that contains any hidden treasure is D, *The Cave*. The Heroes may search for hidden treasure in any of the other rooms, but won't find anything. Don't roll on the *Hidden Treasure Table* when the Heroes search the other rooms, instead roll a dice, ignore the result, and tell them they find nothing.



Kevin Welser

SPECIAL LOCATIONS

The following locations are particular to the undercity of Carag Eight Peaks. They are taken from the story. We suggest you read the relevant passages of text before using them, as they give a great deal of information you will find useful when describing these places to your players.

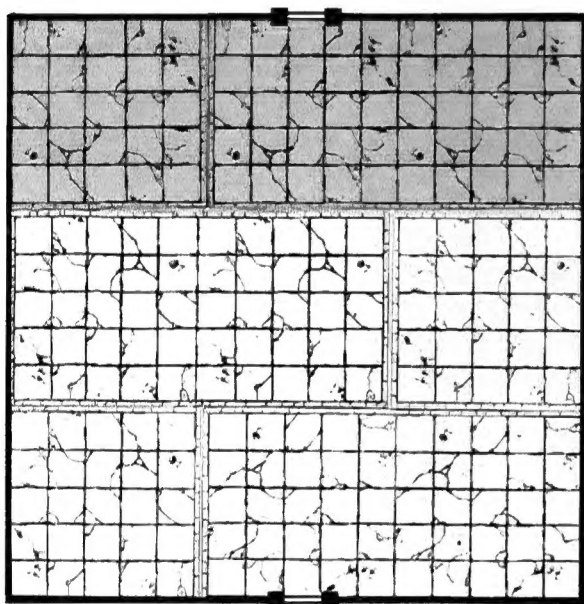
Of course, there is nothing to stop you using these locations in other Quests. The Square, Bridge, Well, Moths and Statue-lined Corridor are simple additions which will add variety to any dungeon. The Apparition may need some additional work to fit in with other Quests, but you can take the basic idea and alter it to suit your own purposes.

The Square of Merscha

Felix looked out across a square larger than any structure he had ever known and he knew that he could not cross it. He did not want to pass below that vaulted ceiling for fear that the artificial sky would fall.

The Square of Merscha is set up as shown below.

The Square of Merscha is a single, very large room made out of six of the normal rooms. The internal walls are ignored, and the Heroes and monsters may move between the dungeon sections at will. When the Heroes enter the Square, they come in from the bottom door, opposite the shaded area.



The square of Merscha is the largest hall in the undercity of Carag Eight Peaks. It was the scene of the famous battle between the Dwarven warriors of Queen Hilga and a Goblinoid army, and it is every Dwarf's dream to see it with his own eyes. Now, however, it is home to the Goblinoids that infest the derelict undercity.

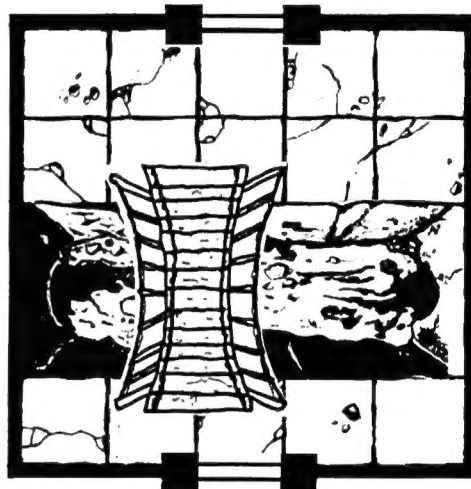


When the Heroes enter they can just make out shadowy figures on the opposite side of this room. The figures' bright amber eyes twinkle in the gloom as they move to encircle the Heroes. Roll for this room's inhabitants on the *Quest Rooms Matrix*, using the Level Four column and adding +2 to the dice roll (counting a result of 13 or 14 as a 12). The Orcs are set up as normal, except that they may only be placed in the shaded rooms. Once placed, all of the normal rules apply

Bridge

Felix stared down into the chasm. Stars glittered in its depths.

A bridge is set up using the chasm and bridge sections, as indicated below.



The undercity of Carag Eight Peaks is littered with gaping chasms and sheer drops. Even the mining and construction skills of the Dwarfs cannot repair a fissure that nature itself has torn into the earth. In their typically pragmatic manner, the Dwarfs simply construct a metal bridge across such an obstacle.

A bridge can be crossed quite easily unless the Heroes are under attack. As fighting on a bridge involves a considerable amount of risk, each Hero or monster who takes a hit when standing on the bridge must roll a D12, add his Speed and refer to the following table. Note that only a hit needs to be caused on the Hero or monster to make him roll - it is not necessary to cause a Wound.

D12 + Speed	Result
2-10	Aaaargh: The Hero/monster is struck so hard he loses his balance and is pitched over the side of the bridge. Unless he spends a Fate Point, he falls to his death thousands of feet below.
11-13	Slip: The Hero/monster slips and falls as the bridge suddenly swings to one side. Roll a dice and divide the result by two. The model remains prone for that many turns. While prone, a model counts as having a WS of 2.
14-17	Side-step: The Hero/monster wrong-foots his opponent. For the next turn only, the model's opponent is treated as having a WS of 2.
18-24	Dodge: By nimbly dodging to one side, the Hero/monster manages to overbalance his opponent. The enemy model suffers an Aaaargh result from this table.

The bridge itself has a Toughness of 9 and 7 Wounds. All attacks on the bridge hit automatically for normal damage. Once it reaches 0 Wounds the bridge collapses. Any model on the bridge when it collapses falls to its death just as if it rolled an **Aaaargh** result on the above table.

Apparition

Far down the corridor there was a faintly greenish glowing figure. It was an old bearded Dwarf. Light poured from it and through it. The ghostly figure wailed, a thin, reedy sound, and advanced towards Gotrek, arms outstretched.

This is a non-combat encounter designed to scare the players, and to make them think that there is another, even more terrible enemy than the Orcs to deal with. Only when the third apparition appears does it become clear that the ghostly figures are benign. Until that point, you should do your best to frighten the players by making these ghosts seem as horrible as possible. This encounter is very important because it is the first time the Heroes become aware that as well as retrieving the sword, Karaghul, they must also lay to rest the unquiet spirits of the Dwarfs that used to inhabit Carag Eight-Peaks.

As soon as the Heroes enter this room an insubstantial figure materialises opposite them. The ghost's form and actions depend on whether this is the first, second, or third time this incident has occurred.

First Time: The first apparition is of a small, very old male Dwarf. He stands at the opposite side of the room facing the Heroes with his arms held out as if pleading for something. He doesn't move and appears to be trying to speak. He remains in the room for two turns before a look of sudden terror crosses his face, he turns his head and then vanishes with an ear-piercing scream. When the apparition screams, every Hero within 12 squares of the figure must roll a dice and add +1. If the result is greater than the Hero's Bravery the Hero will run directly away from the room, just as if he had been hit by a Flight spell. If the result is less than the Hero's Bravery he is not frightened and stands his ground.

Second Time: The second ghost is also of a Dwarf, though this one is clearly younger. Like the first he appears to be saying something. This time however, the Heroes can hear a noise like the wind rustling through a pile of leaves, though they can't make out what is being said. The figure remains motionless for a turn, and then moves towards the nearest Hero at the rate of 10 squares per turn. It will move towards the chosen Hero for three turns before vanishing with a scream, as above (though this time, the Heroes don't have to make a test against their Bravery). If the ghost manages to touch the Hero it is approaching, the Hero will feel a sense of great pain and sorrow. For the next D12 turns the Hero's Bravery is reduced by -2.

Third Time: This time, although the figure is again a Dwarf, it is the ghost of a Dwarf woman. What's more, the Heroes can actually make out what she says.

"Aid us... Free us. Our tombs are desecrated and a terrible warping power rests within our halls."

"We have committed no crime. We had departed to join our ancestral spirits when we were brought back by the desecration of our resting place. We were wrenched from eternal peace."

If the Heroes ask what could cause such a thing, the ghost will answer:

"What else has the strength to upset the order of the universe... What else but Chaos."

Even if the Heroes don't ask, the Dwarf will continue:

"Cleanse our tomb of that which lies there and we will be free... If you do not we shall not be able to rejoin our kin. We will gutter and vanish like candleflames in a storm. Even now we fade. Only a few of us are left."

The apparition then disappears.

The Dwarf ghosts only appear three times in this way. If this encounter is rolled again, reroll the dice.

Well

"Are you mad, manling? Can you not see the water is tainted?"

Like all communities, the Dwarven city of Carag Eight Peaks relied on a plentiful source of clean water to sustain it. For this reason, the undercity is teeming with wells and drinking fountains.

However, the water supply has long been too tainted to drink. The Skaven that helped overthrow the city 3,000 years ago added small amounts of warpstone to the source of the water, poisoning it so that none but the Skaven themselves could drink it without suffering the effects of Chaos.

If a Hero takes even a casual look at the water this is obvious. The water is a pale green and glows with an unnatural light. A sane person wouldn't even consider taking a mouthful. Any Wizard in the party can immediately tell what the source of contamination is.

If a Hero does take a drink from the water, he must roll on the following table.

D 12	Result
1	Deadly Polson: The Hero must spend a Fate Point or die horribly.
2-6	Polson: The Hero loses 1 Wound unless he spends a Fate Point
7-10	Sick: The Hero's WS is reduced by -2 for the next 2D12 turns.
11-12	No Effect: Although the water tastes foul, it has no unpleasant effects on the Hero.

Giant Moths

More and more splinters left the wall like a blizzard of giant snowflakes. Felix found himself surrounded by soft bloated bodies and fluttering wings.

The walls of this room seem to be covered with a thick layer of white mould. In itself this is not unusual, as the Dwarfs cultivated mushrooms for food. However, once a Hero steps into this room, the white material on the walls reveals itself to be a huge swarm of gigantic moths. The Hero's movement has disturbed them. Everyone in the room is suddenly smothered by thousands of huge insects that batter against them in an attempt to scare them off.

The Heroes have four choices:

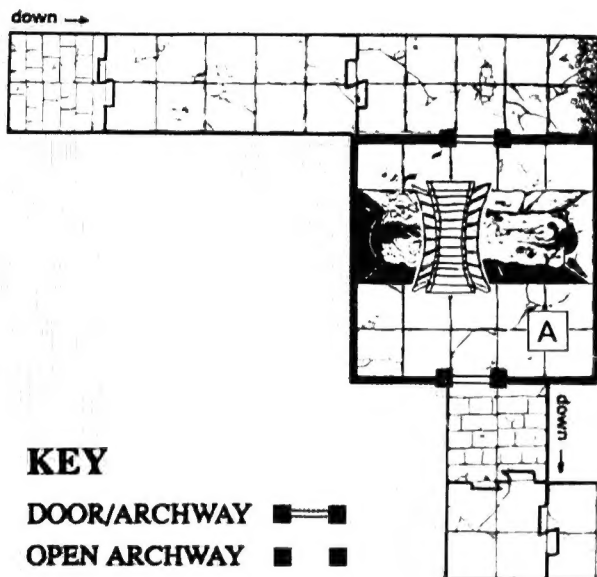
Greek Fire: If the Heroes have two flasks of Greek Fire, they can use them to flame the room and kill the moths. This takes one exploration turn during which they may do nothing else. One flask doesn't kill enough moths to have any effect.

Magic: A wizard can cast a Flames of Death, or similar fire-based spell, to clear the room.

Fight It Out: The Heroes can wade into hand-to-hand combat with the moths. This takes one exploration turn, during which they may do nothing else. If the Heroes choose this option, they must decide who enters the room. Roll a dice and divide the score by 2 (rounding up). The result is the total number of wounds suffered by the Heroes as the moths envelop and suffocate them. The moths' wings are forced down the Heroes' throats as the pulsing mass of insects press against them, causing them to choke and pass out. The wounds should be distributed amongst the Heroes that entered the room, and must be divided as evenly as possible between them. Any odd points take effect on those Heroes with the least armour first. Fate Points may not be used to stop these Wounds.

Slam the Door: The Heroes can leave and slam the door. Record the fact that the room contains undefeated moths.

THE HALLS OF THE ANCESTORS



KEY

DOOR/ARCHWAY ■—■
OPEN ARCHWAY ■ ■

THE HALLS OF THE ANCESTORS - MAP KEY

The Halls of the Ancestors are where the Dwarfs used to bury their dead. It is here that the sword Karaghul lies, and where the Troll, Thulgul, make his lair.

When the Heroes enter the Halls read them the following:

Glancing around you can see that the walls here have been deliberately defaced. The old dwarven stonework has been brought down to make way for newer and cruder carvings. Brown blood stains the floor, and strange glyphs have been gouged into the rock.

A: The Chasm-Bridge

This location is set up exactly like the Bridge from the *Special Location* section.

B: The Corridor of the Dead

The corridor is lined with decorative archways, each leading off into a tomb in which the Dwarfs buried their dead. Each archway is represented with one of the plastic doors. With the exception of the archway to location C, *The Despoiled Tomb*, all of the entrances are blocked with huge slabs of stone covered in runic seals. These runes can only be understood by a Dwarf, and read:

Herin lie the bodies of our dead. They set down their lives in defence of our realm, for which we owe them the greatest of debts. As they were Heroes in life, so they shall be rewarded in eternal rest. These seals separate their bodies from the living, but their souls and memories live on in our hearts and minds. Rest well, for you have given us all you could. We expect no more.

The Heroes may attempt to break the slabs down. Each slab has 11 Toughness and 30 Wounds. A Dwarf can break the

seals and open the slab easily, but to do so will lose him 2 Fate Points. Open archways, like that to Location C, can be represented by taking out the plastic door itself and using just the door frame.

If the Heroes enter any of the other tombs they are laid out in the same manner as Location C. To determine the treasure each contains, make three rolls on the *Treasure Chests Table*.

C The Despoiled Tomb

The entrance to this tomb has already been opened by Faragrim. This is where the sword Karaghul rests, and is the entrance to the area where Thulgul makes his lair. When the Heroes enter this room read them the following.

The entrance to this tomb has already been opened. This must be the location that Faragrim was talking about. Beyond the archway there is a small chamber, richly decorated with wall-hangings and the like. Lying along the wall are great sarcophagi carved to resemble the figures of sleeping Dwarfs of noble aspect. On the right are the male Dwarfs, on the left the females. Some of the tops of the coffins have been removed, and the Dwarfs' bones piled in the centre of the room along with old banners and hundreds of Gold Crowns. Protruding from the centre of the pile there is the hilt of a sword, shaped to resemble a Dragon. It must be the blade Karaghul.

The coffins can be represented with the appropriate Citadel Miniatures. To determine the treasure here make five rolls on the *Treasure Chest Table*, doubling the amount of Gold Crowns rolled. If the Heroes take the treasure, see *Leaving the Undercity*.

The sword, Karaghul, has the following abilities and may be used by any Hero:

Karaghul

WS +2, S +2, never fumbles, criticals on 10-12, allows the bearer to cast three *Flames of Death* spells per expedition.

D: The Cave

When the Heroes enter this room, read them the following:

The floor of this room is littered with the gnawed bones of dozens of creatures. Some are Human, some are Orc, while others simply cannot be described and must have come from some hideously mutated creature ravaged by the effects of Chaos. There is a small hole in the back corner of the room, and even above the stench of decaying flesh you can definitely detect a fresh breeze blowing through it.

Lying around the floor of this room are: 1000 gold crowns; 2 Healing Potions; and 1 magic scroll

In addition, if the Heroes search for hidden treasure they will find the following: 1000 gold crowns; 1 suit of magic chain; 1 Healing Potion; and 1 Strength Potion.

Note that this treasure is not the Dwarfs', and may therefore be taken freely without affecting the Heroes' Fate Points (see *Leaving the Undercity*).

E: The Shaft

At the back of this room, where the roof and the wall join, there is a shaft leading up to the surface. It is from here that Thulgul gets fresh air, water in the form of rain, and the odd animal that stumbles down the hole from the surface for food. You should read the following to the players as they enter.

In the far corner of the room, near the roof, there is a hole leading up into the darkness. You can feel a fresh draught coming from it, and can only assume it leads to the surface.

THULGUL'S LAIR

Locations C, D, and E are Thulgul's lair. While the Heroes are in rooms C or D, you may bring Thulgul into play at the end of any exploration turn by discarding an ambush counter if you have one. If you haven't got an ambush counter, Thulgul is placed in room E. Whenever you play him, he automatically supises the Heroes and play proceeds to the GM phase of the first combat turn. When the Heroes are attacked by Thulgul, read them the following:

A huge horn-headed shadow looms towards you. The creature was once a Troll. Now it is hideously changed. It has a gnarly hide covered in huge, dripping tumours and three enormously muscular arms, one of which terminates in a pincer claw. Growing from its left shoulder, like some obscene fruit, is a small babyish head which glares at you with wise malign eyes. It chitters horridly in a language that you do not recognise. Pus dribbles down its chest from a huge leech mouth set below its neck.

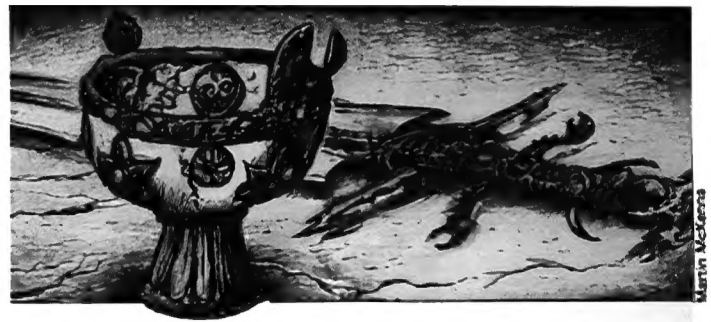
As soon as the Heroes kill Thulgul the apparition of the Dwarf woman that appeared earlier arrives again. She look different, as if a burden has been lifted from her shoulders. She is surrounded by the pale forms of all the other Dwarfs whose bodies have been disturbed. She turns to the Heroes and says:

"The ancient enemies are gone. We are in your debt.

"All we ask is that you reseal our Tomb so that we may again be at rest, and so that non may take what is ours in death and cause our spirits to wander the earth in agony.

"Take the sword Karaghul and our blessings. We wish you well. You shall be remembered."

She then fades away for the final time, her form changing to a golden light brighter than the sun as she and the other Dwarfs return to eternal sleep.



Resealing the Tomb

Resealing Location C may be achieved in one of two ways: any Dwarf in the party may reactivate the remains of the runic seal on the slab of stone that blocked the archway; or the slab may be pulled shut by force. In the first instance, once the seal has been reactivated by pressing the correct runes in sequence, the stone slab glows with a bluish light and slides back into place magically. In the second instance, a number of Heroes with a combined Strength of 35 may drag the slab into place and close the tomb off.

Once the slab has been put back in place, which may be done from either side, it can only be opened again by breaking it down. It has 11 Toughness and 30 Wounds.

If any of the stone slabs in The Halls of the Ancestors are broken by the Heroes, then the tombs may not be resealed.

LEAVING THE UNDERCITY

The easiest way for the Heroes to leave the undercity is to climb the shaft from the back of Thulgul's lair which leads directly to the surface. If they wish, the Heroes may retrace their steps through levels one to four, but this is much more dangerous route and isn't advisable unless they have to collect something from one of the other levels. It is not possible to return to the Halls via the shaft as it caves in when the last Hero reached the surface. The route is one-way only.



Once they reach the surface, the Quest is over. If the Heroes have killed Thulgul or retrieved Karaghul they may roll on the following table. This determines how many Fate Points each Hero receives for completing the Quest. Notice that the amount depends on whether the Heroes took the Dwarfs' treasure and whether they laid the bodies to rest by resealing the tombs.

The Dwarfs' Treasure

With the exception of Karaghul, any items that the Heroes remove from Location C, or any of the other tombs counts as being part of the Dwarfs' treasure.

FATE POINTS TABLE	
Heroes' Actions	Fate Points
Took treasure and didn't reseal tomb	1
Took treasure and resealed tomb	2
Didn't take treasure and didn't reseal tomb	3
Didn't take treasure and resealed tomb	4

MONSTER MATRICES

In The Dark Beneath the World the major monsters are Goblinoids of the Snarling Sun and Howling Moon tribes. On top of them, there are numerous monsters that make their lairs in the passageways of the undercity. Use the following *Monster Matrices* to roll for wandering monsters and the occupants of Lairs and Quest Rooms.



Each table lists the room's occupants or the composition of the group of wandering monsters, and the total amount of Gold Crowns the monsters carry. The treasure may be split up among the monsters in any manner you wish. Heroes can only take treasure from monsters they've killed.

WANDERING MONSTERS MATRIX			
D12	Levels 1-2	Levels 3-4	Treasure
1-2	9 Goblins & 9 Goblin Archers	10 Orcs	90 GCs
3-4	7 Orcs & 1 Orc Champion	5 Skaven Gutter Runners	90 GCs
5-6	10 Skaven	11 Orcs	100 GCs
7-8	8 Orcs & 1 Orc Champion	1 Skaven Warfire-Thrower Team	100 GCs
9	11 Chaos Thugs	12 Orcs	110 GCs
10	9 Orcs & 1 Orc Champion	3 Chaos Warriors	110 GCs
11	6 Skaven Champions	13 Orcs	120 GCs
12	7 Orcs & 1 Orc Champion	8 Goblins, 8 Goblin Archers & 1 Orc Warlord	130 GCs

LAIRS MATRIX

D12	Levels 1-2	Level 3	Level 4	Treasure
1	9 Orcs & 1 Orc Champion	10 Orcs & 1 Orc Champion	5 Orcs, 1 Orc Champion & 1 Orc Warlord	140 GCs
2	7 Orcs & 2 Orc Champions	6 Orcs & 3 Orc Champions	3 Orcs, 2 Orc Champions & 1 Orc Warlord	110 GCs
3	10 Orcs & 1 Orc Champion	7 Orcs & 3 Orc Champions	4 Orcs, 2 Orc Champions & 1 Orc Warlord	120 GCs
4	8 Orcs & 2 Orc Champions	5 Orcs & 4 Orc Champions	4 Orc Champions & 1 Orc Warlord	120 GCs
5	11 Orcs & 1 Orc Champion	8 Orcs & 3 Orc Champions	5 Orcs, 2 Orc Champions & 1 Orc Warlord	130 GCs
6	9 Orcs & 2 Orc Champions	6 Orcs & 4 Orc Champions	3 Orcs, 3 Orc Champions & 1 Orc Warlord	130 GCs
7	7 Orcs & 3 Orc Champions	4 Orcs & 5 Orc Champions	4 Orc Champions & 1 Orc Warlord	130 GCs
8	5 Orcs & 4 Orc Champions	2 Orcs & 6 Orc Champions	9 Orcs & 1 Orc Warlord	130 GCs
9	13 Orcs & 1 Orc Champion	4 Orcs & 6 Orc Champions	11 Orcs & 1 Orc Warlord	150 GCs
10	11 Orcs & 2 Orc Champions	8 Orc Champions	5 Orcs, 3 Orc Champions & 1 Orc Warlord	150 GCs
11	9 Orcs & 3 Orc Champions	5 Orc Champions & 1 Orc Warlord	3 Orcs, 4 Orc Champions & 1 Orc Warlord	150 GCs
12	15 Orcs & 1 Orc Champion	6 Orc Champions & 1 Orc Warlord	13 Orcs & 1 Orc Warlord	170 GCs

QUEST ROOMS MATRIX

D12	Levels 1-2	Level 3	Level 4	Treasure
1	15 Orcs & 1 Orc Champion	6 Orc Champions & 1 Orc Warlord	13 Orcs & 1 Orc Warlord	170 GCs
2	7 Orcs & 5 Orc Champions	6 Orcs, 3 Orc Champions & 1 Orc Warlord	11 Orcs, 1 Orc Champion & 1 Orc Warlord	170 GCs
3	3 Orcs & 7 Orc Champions	12 Orcs & 1 Orc Warlord	9 Orcs, 2 Orc Champions & 1 Orc Warlord	170 GCs
4	17 Orcs & 1 Orc Champion	8 Orc Champions & 1 Orc Warlord	15 Orcs & 1 Orc Warlord	190 GCs
5	9 Orcs & 5 Orc Champions	8 Orcs, 3 Orc Champions & 1 Orc Warlord	13 Orcs, 1 Orc Champion & 1 Orc Warlord	190 GCs
6	5 Orcs & 7 Orc Champions	14 Orcs & 1 Orc Warlord	11 Orcs, 2 Orc Champions & 1 Orc Warlord	190 GCs
7	7 Orcs & 2 Orc Warlords	8 Orcs & 2 Orc Warlords	9 Orcs & 2 Orc Warlords	190 GCs
8	9 Orcs & 2 Orc Warlords	10 Orcs & 2 Orc Warlords	11 Orcs & 2 Orc Warlords	210 GCs
9	5 Orcs, 2 Orc Champions & 2 Orc Warlords	6 Orcs, 2 Orc Champions & 2 Orc Warlords	7 Orcs, 2 Orc Champions & 2 Orc Warlords	210 GCs
10	11 Orcs, 2 Orc Champions & 1 Orc Warlord	6 Orcs, 5 Orc Champions & 1 Orc Warlord	11 Orcs & 2 Orc Warlords	210 GCs
11	15 Orcs & 1 Orc Warlord	8 Orc Champions & 1 Orc Warlord	7 Orcs, 5 Orc Champions & 1 Orc Warlord	210 GCs
12	17 Orcs & 1 Orc Warlord	9 Orc Champions & 1 Orc Warlord	13 Orcs & 2 Orc Warlords	230 GCs



GOTREK GURNISSON

Gotrek Gurnisson is a Trollslayer - a Dwarf with a self-imposed deathquest. He seeks to atone for a personal crime, the nature of which he alone knows. However, Gotrek is simply too tough and too lucky to die. He seeks out the most dangerous of opponents and invariably overcomes them.

Gotrek, like most Trollslayers, is nasty, brutish and short. His body is covered in tattoos, and a great crest of orange hair rises from his head. He is a fearsome sight.

Gotrek is well-travelled, and has spent a great deal of time visiting all corners of the Empire in search of his fate. He maintains a front of contempt for Human civilisation, declaring it to be self-indulgent and dishonourable.

But while he appears uneducated and savage, Gotrek is in fact surprisingly knowledgeable on a wide variety of subjects. He trained as an engineer in his youth, and can read and write extremely well.

Like all Dwarfs, Gotrek is proud and loyal to his comrades. His one true friend however, is Felix Jaeger, his travelling companion. When not seeking death, Gotrek is a sad character, given to bouts of deep depression punctuated by fits of extreme anger.

Gotrek has vowed to enter Carag Eight-Peaks and kill the Troll which he believes makes its lair deep in the undercity. Like all Trollslayers, he doesn't expect to return.

	Start	Current
Weapon Skill	12	12
Bow Skill	4	3
Strength	9	9
Toughness	10	11
Speed	9	7
Bravery	12	12
Intelligence	9	9
Wounds	7	7
Fate	5	5

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
2-H Axe	8	1-2	11-12	Hit Roll		2	2	2	2	2	2	2	3	4	5	6	7
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	9	10	11	12	Miss											

Armour	Bow Skill	Toughness	Speed
Chain Mail	-1	+2	-2

Equipment/Notes: *No criticals at this range. Adds +2 to spot and disarm traps rolls. May go *berserk* at the start of any combat phase.



FELIX JAEGER

Felix Jaeger is an amicable young man, about six foot in height with blonde hair and a duelling scar on his cheek. He has a perpetual, twitchy, worried expression on his handsome face, as befits one who is both a wanted outlaw and an associate of Gotrek Gurnisson.

Felix was once a articulate, well-educated student studying Classical Literature at Altdorf University. Then one day, he found himself in a duel with the bullying Wolfgang Krassner. Felix despatched Krassner, although he certainly didn't intend to do so, and was expelled.

Felix's father disinherited him and the young poet took to politics. As a leader of the now infamous Window Tax

march, Felix was at the head of the crowd when the peaceful demonstration degenerated into a riot and the Imperial Cavalry intervened to quell the bloodbath.

Felix's life was saved when he was pulled from under the hooves of the cavalry by a drunken Trollslayer, who then cut them a path to freedom.

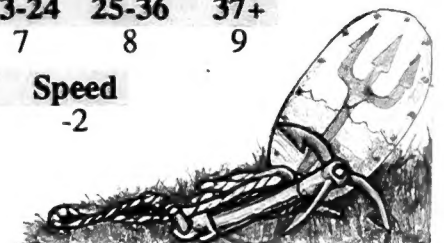
After waking from an epic pub-crawl, Felix was horrified to discover that while drunk he had sworn to accompany the Dwarf and record his death. Since he was sought for the murder of Krassner, Felix had no choice but to follow Gotrek, the Dwarf, when he left the city. Since then, Felix has regreted his oath on many occasions. And this is one of them.

	Start	Current
Weapon Skill	8	8
Bow Skill	8	7
Strength	6	6
Toughness	6	8
Speed	9	7
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	4	4

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
Sword	4	1	12	Hit Roll		2	2	2	3	4	5	6	7	8	9	10	10
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	5	6	7	8	9											

Armour	Bow Skill	Toughness	Speed
Chain Mail	-1	+2	-2

Equipment/Notes: -





Steve Tappin

JOHAN ZAUBERLICH

Johan Zaubерlich is a man of medium height who dresses in the flamboyant manner of a Wizard of the Amethyst College. He speaks with the pedantic, cultured accent of a savant of the University of Nuln. He is cautious and tired of the long quest to the World's Edge Mountains. He has had some premonitions of his own death and is reluctant to continue.

Johan was once an initiate of the Temple of Sigmar. He studied at the monastery of Our Father of the Hammer outside Nuln. He was the only survivor when the place was burned to the ground by a marauding group of Beamen led by the Chaos Warrior Thalman Lionheart. Johan had been gathering wood outside at the time and hid until the raiders

departed. The experience sent him into shock and he wandered the woods maddened by hunger.

A young Templar named Aldred Fellblade was despatched by the temple authorities to investigate what happened. He discovered Johan and nursed him back to health. Johan decided to abandon his life of contemplation and became Aldred's companion.

Johan studied under Professor Heilman at the university of Nuln, where he and Aldred discovered and destroyed the Crimson Rose, a Chaos cult dedicated to Tzeentch that had infiltrated the campus.

He swore the same oath as Aldred to recover the blade, but now considers the cost is too high and is reluctant to go on.

	Start	Current
Weapon Skill	6	6
Bow Skill	6	6
Strength	5	5
Toughness	6	6
Speed	8	8
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	3	3

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
Dagger	1	1	12	Hit Roll		2	3	4	5	6	7	8	9	10	10	10	10
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	6	7	8	9	10											
Armour	Bow Skill	Toughness	Speed														
None	-	-	-														

Equipment: Amethyst Wizard's spell book (all 10 spells); 10 spell components (your choice); 6 flasks greek fire; 10' rope; 10 spikes

ALDRED FELLBLADE

Aldred is a tall, lean, grim-looking man of about 35. He has long black hair and blue eyes. He wears battered plate mail of the highest quality and wields a two-handed greatsword from which he takes his name.

Aldred has been a soldier for the Temple of Sigmar since his teens. He saw action in Kislev and has travelled the Old World in the service of his god, hunting heretics and fighting a constant war against the Goblin folk.

He is a fanatic, impossibly brave and dedicated to his cause. He appreciates bravery and self-sacrifice although he has been saddened by the loss of many of his comrades. He and his companion Johan Zaubерlich have been diligent

Witch-Hunters and have destroyed many Chaos covens.

His hunt for the Chaos Sorcerer Illek of the Burning Skull took him from Altdorf to Praag to a ruined city on the edge of the Chaos Wastes in Norsca. There he killed the mage in an epic hunt through the twisted rubble.

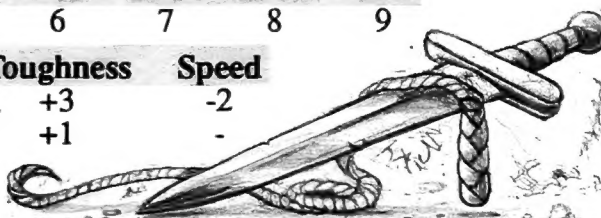
He has sworn to retrieve the Dwarven sword Karaghul, from the ancient city of Carag Eight Peaks. He claims Sigmar appeared to him in a vision and told him that the sword would soon be drawn once more. He is prepared to see that this happens no matter what the cost to himself or to his friends.



Steve Tappin

	Start	Current
Weapon Skill	10	10
Bow Skill	10	7
Strength	8	8
Toughness	8	12
Speed	12	10
Bravery	9	9
Intelligence	8	8
Wounds	7	7
Fate	4	4

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
2-H Swd.	7	1-2	11-12	Hit Roll		2	2	2	2	2	3	4	5	6	7	8	9
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	5	6	7	8	9											
Armour	Bow Skill	Toughness	Speed														
Plate	-2	+3	-2														
Shield	-1	+1	-														
Equipment/Notes: -																	



JULES GASGOIGNE

Jules is a swarthy, muscular Bretonnian who looks younger than his thirty years. He is of a bright, cheerful disposition and naturally cocky. He dresses in the typical garb of a trapper: animal furs and beaver hat. He is left-handed.

Jules comes originally from a lower-class family in Quennelles. But he felt trapped by the dingy slums of the city and left as soon as he could. The fact that he had outraged a local crimelord by slaughtering the slavers who had killed his sister may have had something to do with it. Now he prefers the beauty of the great outdoors to the teeming cities of men.

He has travelled extensively through Bretonnia, the Empire and the Border Princes hunting and adding to his store

of wilderness lore. He served for a time as the Master of Hounds to the Lord of the Friest of Akendorf and made several expeditions against the Goblins of the Worlds Edge Mountains. Eventually he found the discipline of service too restrictive and headed North into the Empire.


There he met Aldred Fellblade who was recruiting for his trip to Carag Eight Peaks. The gold the Templar offered overcame Jules' natural reluctance to visit such a dangerous place and he agreed to accompany the small party of treasure seekers. Since then he has had cause to regret his descision. Still, he tries to maintain a front of good-humour in the face of adversity, and to his credit he mostly succeeds in this noble aim.

Steve Tappin



	Start	Current
Weapon Skill	9	9
Bow Skill	10	9
Strength	7	7
Toughness	7	8
Speed	11	10
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	3	3

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
Sword	5	1	12	Hit Roll		2	2	2	2	3	4	5	6	7	8	9	10
Bow	3	1	12	Max Range: 36													
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	3	4	5	6	7											
Armour	Bow Skill	Toughness		Speed													
Leather	-1	+1		-1													
Equipment/Notes: 18 Arrows																	





THULGUL - CHAOS TROLL

A huge horn-headed shadow looms towards you. The creature was once a Troll. Now it is hideously changed. It has a gnarly hide covered in huge, dripping tumours and three enormously muscular arms, one of which terminates in a pincer claw.

Growing from its left shoulder, like some obscene fruit, is a small babyish head which glares at you with wise malign eyes. It chitters horridly in a language that you do not recognise. Pus dribbles down its chest from a huge leech mouth set below its neck.

Its bestial head roars and the echoes reverberate through the long hall. An amulet of glowing greenish-black stone hangs around its neck. Warpstone, placed there deliberately.

It comes ever closer. Its stench fills your nostrils. You hear its leech mouth sucking hideously. It looms out of the gloom, its pain-wracked, bestial face hellishly underlit by its glowing amulet.

Weapon Skill	9	Speed	8
Bow Skill	1	Bravery	6
Strength	10	Intelligence	3
Toughness	10	Wounds	10

Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12	DD
Hit Roll		2	2	2	2	3	4	5	6	7	8	9	10	7

Notes: Fearsome Monster; Invulnerable; Large Monster, Regenerates, Two Attacks



Steve Tappin

AMETHYST WIZARD'S SPELL BOOK

FIRE OF JUDGEMENT ☒

Component: Amethyst Dust

The Fire of Judgement is the Amethyst College's version of the Flames of Death spell. Cupping the amethyst dust in his hand, the Wizard blows it. The dust bursts into flame and coalesces into a spitting ball of fire that hurtles forward from the Wizard's palm in a hail of sparks to engulf the target. Place a fireball template anywhere within 12 squares of the caster within his line of sight. Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 5 damage dice to see what effect a hit has.

FORTITUDE ☒

Component: Corundum Globe

By means of this spell, the Wizard heals any wounds lost by one model, himself included. Raising his hand into the air, the Wizard crushes the amethyst globe by clenching his fist. As the ball breaks there is a bright flash of light and a fine silvery dust fills the surrounding area. It drifts down and envelops the target, covering him with a thin film of ash. There must be no model other than the wounded comrade in the Wizard's death zone when he casts the spell.

SOUL STEEL ☒

Component: A Suspension of Amethyst in Alcohol

This spell may be used by the Wizard to give himself or his companions magical armour. As he pours the alcohol solution on the ground the Wizard starts to mutter. As his voice rises so the pool of glowing liquid rises, until the target is cloaked in a thin film of translucent fluid. This spell may be cast on any model in the Wizard's death zone. Until the next exploration turn, add +1 to the model's Toughness.

ALTER ALLEGIANCE ☒

Component: A Sheet of Expensive Parchment

To cast this spell, the Wizard tears the parchment sheet in two. As he does so, all combat around the Wizard pauses for a second, and then continues as if nothing has happened. However, not everyone is unaffected. Roll a dice. The Wizard may pick that many enemy models within six squares. Each of the chosen opponents must make an Intelligence test. If the test is failed, the model changes side - it is now controlled by the Wizard player, and may even attack its former comrades. The effect lasts until the end of the next exploration turn, when the model reverts to enemy status and runs away.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

SPIRIT CONTROL ☐

Component: A Stiffened Velvet Tube

With this spell, the Wizard may remotely see with another's vision and control his actions. Holding the tube to his forehead the Wizard gently, but firmly presses it, so that it burrows beneath his flesh to form a third eye. The Wizard may pick any potential area that has not been explored and generate what is there. If there are no monsters, generate some on the *Wandering Monster Matrix*. The Wizard may choose one of the monsters in the room and make it act as he wishes. It may open doors, move into unexplored areas (generating them as it moves), attack other monsters (who will retaliate), or perform any other action which isn't alien to its nature, like injure itself. The spell is broken when the Wizard performs an action or when the monster is wounded.

SLEEP ☐

Component: Amethyst Dust and Sand

The Wizard may use this spell to send his enemies to sleep. Throwing the amethyst dust and sand into the air, the Wizard begins to hum gently. Place a fireball template anywhere within 12 squares of his position and within his line of sight (treat this just like a ranged attack). Any models, friendly or enemy, which fall under the fireball template are automatically hit and must roll under their Toughness to stay awake. For the purposes of this test only, Large Monsters may add +2 to their Toughness before rolling. Sleeping models will remain unconscious until physically shaken awake. Unconscious models are treated as having a WS of 1 if attacked.

ROUT ☐

Component: Feather from a Griffon's Wing

The Wizard may use this spell to rout an enemy force. He picks out his target and utters an incantation that only the chosen person can hear. A look of sheer terror crosses the victim's face as he is seized by a sudden panic and turns to run. The Wizard may cast this spell on any model to which he has whole or partial line of sight. The Wizard player may then have the model *run* in any direction he chooses (see the AHQ rulebook for rules on running). All models that are adjacent to the squares that the fleeing model moves through must make a Bravery test. If failed, they will also run in the same direction.

DISILLUSION ☐

Component: Corundum Globe

The Wizard may use this spell to disillusion his opponents. Smashing the globe at his feet, the Wizard bellows the incantation of power this spell requires. As the noise of the breaking glass dies, the Wizard's opponents begin to doubt their cause, and are thoroughly disheartened. They become aware of their own mortality and are resigned to the fact they will be killed. All enemy models in the same dungeon section as the Wizard have their Weapon Skill, Bow Skill and Bravery reduced by -2 until the next exploration turn.

SOUL SHARE ☐

Component: An Amethyst and a Hammer

The Wizard may use this spell to forge a magical bond between himself and one of his companions. Shattering the amethyst with the hammer, the Wizard starts to chant. Seconds later, a steady beam of light shoots towards one of the Wizard's companions from the broken gem. At that instant, a magical bond is formed between the two Heroes, and their souls become as one. The Wizard may choose any friendly model within six squares. Until the start of the next exploration turn, the Wizard's characteristics, with the exception of Fate Points and Wounds, are identical to the chosen model's. The effect on the Wizard's chance of hitting, and the amount of damage he inflicts in combat can be found in the *Creating Heroes* section of the rulebook.

SPASM ☐

Component: Purple Dragon's Blood

This spell allows the Wizard to inflict extreme pain on one of his opponents. Gulping down the Dragon's blood as he casts this spell, the Wizard is suddenly consumed with an inner pain. His nerves burn from within and agony wracks his body. Then, on the point of passing out, the Wizard points at his chosen victim. The pain is immediately transferred to the target. An inner peace descends on the Wizard, while the target goes into agonising spasms. The Wizard may choose a single model within 9 squares and within his line of sight to be the target of this attack. The Wizard must then make an Intelligence test. If the test is passed the model suffers 12 dice of injury; if the test is failed the model only suffers 9 dice of injury.